




MAD DOG II

the Lost Gold

The Arcade Smash Hit by  AMERICAN
GAME LABS

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MAD DOG II

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RUNNING MAD DOG II THE LOST GOLD:

The game comes up in a looping mode where it displays various scenes from the game. To start the game, press "Stop" button (game pad) or the option button (lightgun) to bring up the menu screen.

The menu shows a window indicating selections the user can make. To select a given item move the cursor over the item and press the "A" button or shoot that item with the lightgun.

START:

The "Start" selection starts a new game.

DIFFICULTY LEVELS:

The difficulty levels are chosen in increasing order of difficulty from easiest (Deputy, default) to toughest (U.S. Marshall). Difficulty level can be adjusted at any time during the game.

HINTS:

Shoot the cow skull to get extra bullets.
Get a bonus life for each 5000 points.

CONTINUE:

The "continue" selection continues the game. A game has to be in play to use the continue option. If the player is in the middle of a game, the game continues where it was when the menu screen was selected. If all of the players lives have been lost, the game can be continued NINE times- one life per continue. In case of a two player game, switching to a one player game does not cost a continue.

1 PLAYER/2 PLAYERS:

Pressing this selection toggles between a one and two player game. If a two player game is selected, then both players play at the same time. Each player has a separate score, bullets and lives. Player one has red bullet holes, a red score and a flesh-colored hand with gun cursor (when using a game pad). Player two has blue bullet holes, a blue score and a blue-colored hand with gun cursor. Player one's game pad should be first in the daisy chain followed by player two's game pad or (lightgun).

CALIBRATE:

1. This option is valid for the lightgun and can only be used if a lightgun is present.
2. The option button is located on the upper left side of the lightgun. Refer to diagram of lightgun.
3. A distance of four feet is considered the best accuracy range for calibrating and playing.
4. Shoot at calibration option on the menu screen or press the option button to make the "Calibration Menu" come up.
5. Take careful aim at center of bullseye on the calibration screen and shoot once.
6. Now you can practice shooting at the bullseye to test the new gun calibration.
7. If not satisfied with the new gun calibration, press the option button to repeat the calibration procedure.
8. Calibration should now be complete. Shoot "Exit" option to return to the menu.
9. This calibration sequence can be repeated at any time.

QUIT:

The "Quit" selection exits the game.

USING THE CONTROL PAD:

When the control pad is used, the cursor is pictured as a hand holding a gun which is aimed by using the sight on the gun. The buttons are defined as follows:

"A" button:

Fires the gun.

"B" button:

When held down, the cursor moves twice as fast.

"C" button:

When held down, the cursor moves four times as fast.

Control Right Shift:

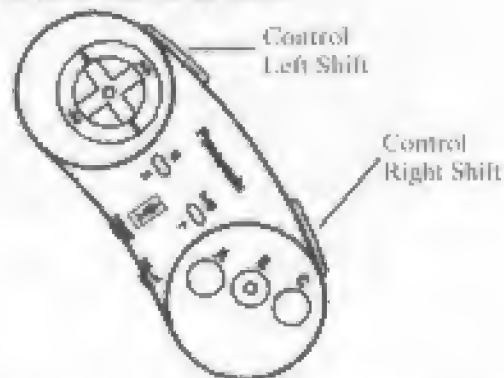
Fire the gun.

"X" Stop button:

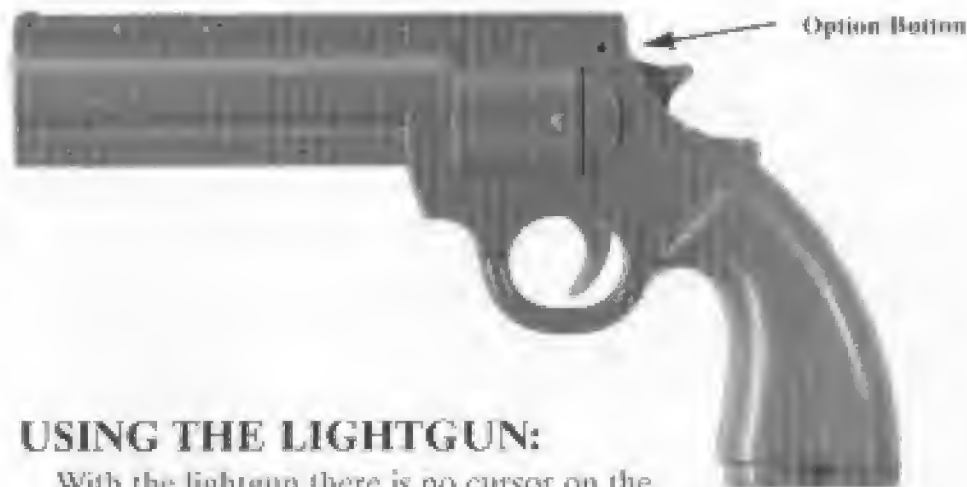
Brings up the menu screen.

"P" Pause button:

Pauses/resumes the game.



The gun will fire as long as there are bullets in cylinders shown on the screen. When the cursor is moved to the bottom of the screen, the gun is lowered to point to the ground. By pressing the "A" button or the Control Right Shift button while the gun is pointing at the ground, the gun is dropped into the holster briefly to reload.



USING THE LIGHTGUN:

With the lightgun there is no cursor on the screen. The gun is fired by pulling the trigger and a bullet hole will appear briefly on the screen. The gun is loaded by pointing it away from the TV screen and pulling the trigger. The menu screen is brought up by pressing the option button.

3DO MOUSE :

The left button on the 3DO Mouse is used to fire and make selections from the menu screen. The left button is the only button needed for Mad Dog II. Move the mouse cursor (hand-and-gun) on the target when aiming and shooting. To reload, move the hand-and-gun to the bottom of the screen. To stop or pause, drag the cursor onto the menu box (which will then change to an option panel) and make selection.

3DO HOME GAME ACKNOWLEDGEMENTS:

Programming:	Noor Khawaja Nat Brown Tom Desmaris Li Tan	Artwork:	Jeffry Baker Randall Quick
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ORIGINAL ARCADE PRODUCTION ACKNOWLEDGEMENTS:**CAST:**

Mad Dog McCree:	Rusty Dillen	New Mexico	Heidi Briscoe
Buckskin Bonnie:	Kristen Greer	Gunfighter's Association:	Lee H. Briscoe
Padre:	K.E. Biberau		Joseph Cardinalli
Professor:	Clifford Vonke		Angela Cook
Prospector:	Lee James O'Donnell		Tim Eddy
Stagecoach Driver:	Ben Zeller		Paul Kaveshan
Shooting Beaver:	Reben Moreno		John R. Krizan
Undertaker:	Carol Erson		David Alan May
Barmaids:	Siren Anderson Alisa Becerra Stephanie Flowers		Steven W. Nessel Jennie Rice Dawn Sleeper Johnny L. Stults Mike Trompak Roy A. Ward
Stunt Performers:	Al Cantu Lori Dillen Rusty Dillen Joey Hamlin Jerry King Michael Pritchard Wally Welch	Piano Player:	Arthur S. Erickson
		Senorita:	Stephanie Flowers
		Sheriff:	Jim Jarocki
		Stagecoach Driver:	Tom Berto
Native American Renegades:	Lewis H. Alexander Jorge Andrade Pat Hall Allan Joseph Frederick Lopez Marcos Martinez Armando M. Ortega	Town Children:	Tyra Dillen Katie Pheland
		Villagers:	Patti Grebe Teresa Rodriguez Katie Wells

FILMED ON LOCATION AT: CUMBRIS & TOLTEC RAILROAD
 BONANZA CREEK RANCH
 J.W. EAVES WESTERN MOVIE TOWN
 THE PELMORE ESTATE (MISSION SET)

Executive Producer:
Robert Grebe**Writer:**
Ben Zeller**Director of Photography:**
Barry Kirk**Key Grip:**
Maika Lamb**Best Boy:**
Bob Willis**Gaffer:**
George Welch**Electrician:**
John Stearns**Production Assistant:**
Jon Dwyer**Gun Wrangler:**
Utah Conner**Craft Service:**
Linda Pate**Catering/Chama:**
Evergreen Catering**Catering:**
Ready to Cater**Vehicles (Chama):**
Wayne Elliott**Vehicles:**
Lindsay Elliott**Honeywagon Operator:**
Bill Saylor**Script Clerk:**
Peggy Durkin**SPECIAL THANKS TO:**

Mr. Gerald Bles, Cumbris & Toltec Railroad
 Mr. Glenn Hughes, Bonanza Creek Ranch
 Mr. J.W. Eaves, J.W. Eaves Western Movie Town
 Mr. Tom Pelmore, The Pelmore Estate (Mission Set)

VERY SPECIAL THANKS TO:

Mr. David Alan Nag, New Mexico Gunfighters Association

Creative Designer:
Randy Quick**Game Design:**
Barry Kirk
Dave Roberts
Robert Grebe
Randy Quick**Producer/Assistant Director:**
Les Wells**Painter/Carpenter:**
George Andrade**Proprietor:**
Patti B. Garcia
Lyn Osburn**Carpenter (Cave):**
Chris Dowling
Jerry King
Ben Zeller
Carl Zeller**Paramedic (Chama):**
Lisa Collier**Paramedic (Bonanza Creek Ranch):**
Greg Sandoval
Terrel Treat**Paramedic (J.W. Eaves Western Set):**
Henry Jewelas**Livestock:**
Tim Carroll**Wrangler:**
Tom Berto**Office Manager for Southwest Productions:**
Rebecca Heall**Assistant to Mr. Wells:**
Michele Scusi

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